

The Boots of Mischief

A Cursed Artifact with Immense Comedic Potential

Introduction: Do you enjoy cursed items and have a hero whose ego or reputation needs to be taken down a peg or two? You have come to the right place, my friend!

by Aaron Harrell



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

BOOTS OF MISCHIEF

Wondrous item, artifact (requires attunement)

These boots appear to function as a beneficial magic item (such *boots of speed* or *winged boots*) until an inopportune time, at which point they reveal their true nature. Attuning to the boots activates their curse, though you are unaware of the curse until it activates. Because of the powerful illusion magic inherent in the boots, *identify* and other divination magic fail to reveal their curse and instead produce false readings consistent with what the boots appear to be. A creature who examines the boots and succeeds on a DC 25 Intelligence (Arcana) check realizes that strong illusion magic is masking their true nature. A character who succeeds on a DC 25 Intelligence (Investigation) check deduces inconsistencies in the design of the boots contradicting their apparent purpose.

The *Boots of Mischief* are a powerful artifact created by a trickster god. If you remove them, you find them back on your feet at the next inopportune time. If you are wearing other boots at that time, those boots switch places with the *Boots of Mischief*.

In order to rid yourself of *Boots of Mischief*, you must first complete one of the following three trials: submerge both boots into the River Styx for at least 6 minutes; jump up and down at least three times on the head, tail, or foot of demigod or being of at least similar power; or skillfully perform a can-can style dance in front of an audience of at least a thousand including at least three individuals with royal blood (the boots will not sabotage your dance if the audience meets these requirements), succeeding on a DC 20 Dexterity or Charisma (Performance) check. After completing at least one of these trials, you must then successfully convince another humanoid to willingly don the

boots, whether through Persuasion or Deception.

Curse. At an inopportune time no more than 3 times per day, the DM can cause you to roll 1d4 on one of the lists below according to the type of situation you are currently facing. Optionally, the DM can make this roll in secret or choose a situationally appropriate effect from one of the lists below.

Social Situation

- 1 - The boots cause you to dance in a vulgar, creepy, or otherwise off-putting manner for the next 10 minutes. For the next week, you have disadvantage on Charisma-based skill checks made to influence anyone who saw you perform the dance.
- 2 - The boots cause you to kick a nearby creature or object, possibly starting a fight or breaking something valuable.
- 3 - The boots cause you to perform a socially inappropriate act, such using your foot to awkwardly caress someone nearby or following someone around who does not wish to be followed for up to an hour. The local authorities may attempt to apprehend and imprison you.
- 4 - The boots emit a pungent odor for the next hour. Creatures that have a sense of smell and are within 60 feet can detect the odor. Creatures that have a sense of smell and are within 20 feet can tell the odor is originating from you and can determine your location. For creatures with sensitive smell, these ranges are doubled. Most people will not stay near you while you smell this way, and you may be prohibited from entering public spaces and places of business.

Combat Situation

- 1 - You fall prone and end your turn, losing concentration on any spell or effect you are maintaining. If you are flying, you are still affected; you are considered prone as you spin clumsily in the air.
- 2 - The boots tie their own laces together for the remainder of the combat. You have disadvantage on Dexterity saving throws and Dexterity-based ability checks. Your speed is halved, and any attack roll against you has advantage. If you are flying, your speed is not halved; however, the other effects remain.
- 3 - The boots become completely stuck to the ground. You are restrained for 1d4 rounds. This effect takes place even if you are flying (the boots cause you to descend without taking falling damage).
- 4 - The boots cause you to crash headlong into an ally within movement range (causing you to take a dash action if necessary). Make a Strength or Dexterity check (whichever is higher) with advantage against the ally's Strength or Dexterity check (whichever is higher). The loser of the contest falls prone and is stunned until the end of his or her next turn. If no allies are within movement range, the boots cause you to kick yourself in the face, stunning you until the end of your next turn.

Exploration

- 1 - The boots cause you to find yourself in a tactically disadvantageous position the next time combat starts. For example, if you tend to seek protection in the middle or rear of the group, you find yourself at the lead. A character at the front of the group might trip and fall prone just as combat begins, and a character attempting to be stealthy might accidentally walk into the open in the enemy's camp.
- 2 - The boots cause you to veer slightly off course from the direction you intend go. For the remainder of the day, you have disadvantage on related Survival (Wisdom) checks when attempting to follow a trail or avoid becoming lost.
- 3 - The boots propel you unwittingly into harm's way. They cause you to stomp on a pressure plate, trip and fall down a mountain trail, jump into an environmental hazard, or otherwise force you into a painful situation.
- 4 - The boots cause you to move in the noisiest, most conspicuous way possible for the next hour. You have disadvantage on Dexterity (Stealth) checks, and the noise caused by your boots gives allies within 60 feet of you disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks.